

2. Anisha

Program Name: Anisha.java

Input File: anisha.dat

You just got a new cat, and you've decided to name her Anisha. Anisha needs a lot of water throughout the day, so you need to write a program to determine if she has enough water in her bowl, or if she needs more. If Anisha has less than 15 water in her bowl, she needs more.

Input: The input will begin with an integer, n ($0 < n \leq 1000$), denoting the number of test cases to follow. Each test case will consist of two space separated integers, c and m , denoting the current amount of water in the bowl, and the max amount of water in the bowl. The maximum will never be less than 15.

Output: For each test case, if Anisha has enough water, output the string "Way to go, H2O.". Otherwise output the string "On my way to Dehydration Station.".

Sample input:

```
5
19 36
10 36
25 25
30 35
3 16
```

Sample output:

```
Way to go, H2O.
On my way to Dehydration Station.
Way to go, H2O.
Way to go, H2O.
On my way to Dehydration Station.
```